



Volume V, #15

BORIS THE SPIDER

A Journal of Duplicitous Doings, Raw
Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

—Sir Walter Scott—



07 Mar 96

ADV CIV, 'Boris X' & DUNE Start!

Three new games kick off this issue. This will be our first attempt at CIV in any of its manifestations; I can only hope it does better than the 3 or 4 that I played in that never finished. The DUNE game also has a new wrinkle in that one of the expansion sections makes its debut here.

Barring a bonehead error, the CIRCUS MAXIMUS game will finish next issue. The passing of "Boris VIII" and "Utopia/ptm" will open a page, so we have an opportunity for one or two more game starts. The two non-133c candidates are DOWN WITH THE KING and LIETOFF. I'm including a photocopy of the changes and verbiage to DWTG to those who are signed up, namely Dave Anderson, John Butitta, Ieb Osborne, and Rose Shacklett. We have room for two others; anyone interested send a SASE for the copies.

And the time to start a new STELLAR CONQUEST game, tentatively named "James T. Kirk". Still need a few players, so if interested, contact me soonest. You are already signed up if checked here.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: Dig a 48-48 hole the size of a football field; fill it with gum, and add one drop of vermouth. That's one part in a trillion (pp1).

Boris is officially off of GEnie now, so don't use our address there. We've moved over to EWorld, but found out Monday they'll be shutting down on 31 Mar. Looks like I get to move again. Thanks to John Butitta, I have a starter disk for AOL, so may be migrating over there. My sister and two of Meg's sibling have accounts there so maybe we'll make it a family thing.

Dan Farrow (1980-1985) has a new e-mail address:

BOOS & KUDOS

This month's Madame Poliduc Prize Excellence Award (and a free issue) goes to Ron Fisher for his two "ROME" articles in "Boris IX".

No Mr. Nar-SuperSucky Bomb will be lobbed this month (she's given them up for Lent).

PERSONAL COMMUNICATIONS HERE (MAYBE)

DEADLINE FOR MOST GAMES IS NOON (CST) 6 APR 96



PEACE FAILS! Russia Rocked! England Goes For It!

FALL 1917



199485

WOLFE STRETCHING—Now it is Britain's hour of opportunity, and Duke Andrew can be expected to go forth with gusto. With both POR and LPL like ripe apples ready for the plucking, the Duke of York needs but one more enterprising British dominion over the Continent. But which shall it be? STP could have three or four defenders, WAH will also be well entrenched, while NAF and VER (and even ROM) are long shots indeed. Austria and Russia need to end their squabbling and resist Albin's final push in concert, but how likely is that?

FROOP MOVEMENTS

Austrian A MUN retreats to TPL; Russian A SWE retreats to PIN.

AUS (Moroccan): A Trl-Vie (Flon Aug) A Ber-Gri, F Alb S A Ber-Gri, A Trl-Bud (A Ven-Trl) A Boh S A Trl-Vie, (A Nip S F Tui-Fon) (Cust) (A Pin-Tui) (r-??), F Tui H (v).

ENG (York): F Ntl-Eng, F ldr, Neg, F Yon-Jth, F Nwy S F ldr Nrg, F See S F Nwy, F Bal S A ldr-Ber, A Kst-Ber, (A Mun S A ldr-Ber) (Cust), A Ber S A Mun, A Mun-Pis, F West-Bud, F Tui-Fon, F Lys S A Mun-Pis.

RUS (Anderson): A Rum-Bul, (A Vie-fri) (r-??), A Ukr-Rum, A War-SU (A Ber S A War-SU) (r-??), A Pin-B, A Sp-Mos, F Nat-lpl (F Ae, S F Gre), (F Gre-B) (d).

Denies in brackets fail; n = unit destroyed due to lack of valid retreat; imp = impossible; nvr = unit not ordered; nvp = no such place; nsv = no such unit; nve = no vote received; oth = off the board; otm = unit on the move; r-?? = unit is dislodged; v = unvictorious. Austrian A VIE must retreat oth or to TRL. Russian A BER must retreat oth or to PHU. A VIG must retreat oth or to GAI.

SUPPLY CENTER CHART

AUS: Sun Tr, Ser Nip, Ros Vyn Vie lre-Mun lre-Rum

ENG: Ed, Lds, Lpl, Hol Bel, Den Bre, Far, Mor, Spo, Nvy, Tui, Ki, War, Mun, SV

RUS: Mo, Ser, War, on, Spy, Ask, StP, Ber, Bul, Sm, StP, Rum

(9) Test 1*

(15) Build 2

(10) Build 1*

* If A PIE network oth is vtr.

** If either A BER or A VIE network oth, may bank 2; if both, may build

The draw failed 2-1. (Due next time are orders for the retreats, builds/leas, and for Spring 1917)

EMBASSY HEAT

VICTORIA—The bear has forgone how quickly the West Witch can project its fleet and will pay for its breachery with the loss of all its northern gains. Oh well, who wants to live forever? The lines of defence are drawn to Italy and a counter-offensive will be launched to retake the Capitol. Long live the Monarchy!

ALMA-CHUR

FALL 1917 ACTION: Kroner drops, pound rises \$5

Company	\$	Kroner	Pounds	Rubles	Value
PPB	2	0	0	567	\$2579
RVC	10	0	358	13	\$5583
WOMEX	1	0	323	0	\$4996
NEWBOT	4	197	0	74	\$2471
RETW	22-3	0	0	0	\$2198
USED	0	183	20	0	\$1447
CCH	1	80	0	0	\$731
FRUG	10	73	0	0	\$667
NET	0	0	0	0	\$0

LEGEND: CCH = Corporation for Currency Holding, FRUG = Federal Reserve Option and Guarantee, NEWBOT = Deutsch World Board of Trade, RETW = People's Revolutionary Bank, RETW = Robert Wayne, RVC = RV Exchange, USED = Uranian Symp Exchange & Co., WOMEX = Worldcoin's Monetary Exchange.

IV-Aldo Chur Bourge is open next season



Spring 1913

1994.4T

MURKWOOD: The Turks keep taking it on the chin as the Anglo-German alliance keeps advancing. When will the alliance self-destruct? Will it be in time to save Islam?

TROOP MOVEMENTS

England builds FDI. Germany forgets to build.

ENG (Hanna): F Edi-Nag, F Nth S F Edi-Nag, F Eng S F Nth, A Mar-Pie, P Wes-Tyn, F Lye S F Wre-Tyn, F Tyn-Nap, A Rom S F Tyn-Nag, [P Tun-Ion], F Aeg S F Tun-Ion.
GER (Morrison): A Mos-Ser, A Ukr-Rum, A Bod S A Ukr-Rum, [A Tri-Ser], A Ue S A Bud, [A Tri-Tri] A War-Ukr, A Tus-Ven, P Hol S A Bel, P Navy H, A Bel H, F Den H, A Gal H(u), A Mun H(u).
TUR (Anderson): P Ion H, F Gre S F Ion, F Ser H, [P Nap H] (r-??), F Blx S A Ser, [A Ser S A Rum], [A Rum S A Ser] (r-??), A Alb S A Ser, A Ser S A Rum.

Orders in brackets fail: d = unit destroyed due to lack of valid retreat amp = impossible; neu = not own unit; nso = unit not on ordered; nap = no such place; nso = no such unit; oth = off the board; oth = unit on the move; r-?? = unit is dislodged and must retreat; u = unordered. Turkish A RUM must retreat oth to to BUL; F NAP oth or so API.

Due next time are votes on an E/O Draw, retreats and orders for Fall 1913

EMBASSY BRAT

LONDON: Alas, as I learned in "Bear Window," there's no reason at all for the third person in a three-person game to agree to a two-way draw. Which means we'll play for a solo victory instead. Which means Wayne will win. Alas.

CLASSIFIEDS

GM-LON: Not if he keeps forgetting to build and support.

BOLSHOME

SPRING 1913 Action

PRB sells 500 pounds, 500 marks, and 500 pasteris (\$15+785+8204630 = \$2030).
 CLOWNS sell 500 marks and buy 500 pounds (\$2+820+785 = \$37).

	USA	ENG	GER	TUR	
FAL 12:	1.00	1.37	1.64	1.16	
SPR 12:	1.00	1.37	1.64	1.16	
Corp	USA	ENG	GER	TUR	Value
PRB	2250	3650	1700	8000	\$14228
RYE	52	2500	4750	350	\$11716
CLOWNS	37	3200	1250	0	\$5989
TPB	31	700	1300	1500	\$5068
RTS	0	1000	800	1750	\$4458
Par	0	1000	1000	1000	\$4320

Legend: CLOWNS = Continental Liberator of Worthy Nations Securities; PRB = People's Revolutionary Bank; RYE = RV Exchange; TPB = Tundra Post Bank



Winter 1989/18

ANDERSON'S BEST THING

CARBONNEAU: That's one and a half for the game. Especially for Anderson and Boris.

FRYLING: Build A Lion, P Rom, A Washington ... Dudes, new round, I got carried away. Seriously, I appreciate the players who were willing to fail with me during this game and sincerely hope there are no hard feelings. The game was a definite challenge and I thought I was done for about 1900. This game really tested for me the notion that the way to succeed is to always seek what a beat for your alliance until such time as the alliance must be attacked. The sorry, Rudy, that you had to be the victim of that eventual attack but I really enjoyed our times on the phone and helping you learn how to remove knives from your back with a minimum of discomfort. I especially wish you the best of luck (and the Mark's good green) in all your future games. As for the outcome of the game, I wish I could say it was (from my good play and good decisions) but to be honest I think that given enough time everybody on the board would have killed each other just out of spite. I wonder if we can win in the Middle East that way... Anyway, best of luck to my fellow generals and I anticipate dying by your hand in a future game. Goodspeed to you all.

GHI: What can I say? Wormtongue clearly outdid all of you. Again. Congratulations on a well-deserved victory.



WT NAPISHTIM

1456 AD

THE GODS SPEAK!



Kevin Wilson (K): This was my first Hot W game, ever. I've yet to play a game like it. It wasn't for 5 of 6 players having email, allowing less contingency orders. I really think the multitude of possibilities each turn would have overwhelmed me and I wouldn't have done as well as I did. While I did win, I feel I lucked into it more than anything else.

In Epoch III I was passed the Romans. For the remainder of the game I choose last in the Empire selections but was still permitted to keep or was passed: Arabs, Holy Roman Empire, and the Mughals. While not always the most powerful empire of the Epoch, they still were far from the weakest. It wasn't until the final Epoch that I was passed a relatively weak empire, the US. It took my holding Japan and the Queen Rule for the UN to win, and then by the slimmest of margins.

I wish I could take credit for the draws through diplomacy or such, but since communication between the players was limited, that wasn't the reason. I must guess it was just oversight or blind luck. Based on my experience to date in other PB-M games of Hot W, I really didn't understand the strategy (limited as it is) of the game. Therefore I feel my victory was as much given to me as earned.

I enjoyed the game a lot and plan to play more, like the next game Paul opens. Sign me up for the next one.

Wayne Morrison (Q): Great game Kevin, hope to tangle with you again. It was hard to keep up with you opening all the big empires but it was fun trying.

Dan Gaborne (R): I shall return!

GHI: Kevin's win isn't too surprising given the empires he commanded. I was more impressed with Paul's results, only 4 points off the pace while consistently drawing first or second.

Kevin is the only one to sign up for a sequel, so we'll put a new game on hold until both there is more interest and I complete the two pbem games I adopted. They are in the 9th and 6th Epoch, so hopefully will be concluded in two to three months. Besides, I've run out of named people in my copy of 'The Epic of Gilgamesh' and will have to start using the tales I resort to some other ancient epic. Homer? Beowulf? Saenger? Cuchulain? Vigil?



RUSSIA IN DISARRAY!! Turks in Retreat!

LX

Spring 1905

1995X

CLEARWINE: The collapse of the Russian military is at hand as its Quartermaster Corp stood by helplessly as 250,000 men starved to death in the mountains of ARM. The Turks too appear to be doomed to the partisan life in ARM, but at least for them, this is familiar territory. The question of the partitions of France and Russia loom large and may bring German imperialism hard up against Austrian expansionism, Italian adventurism, and British opportunism.

TROOP MOVEMENTS

Russian A SEV retreated to ARM. Austria builds A BUD & A VIE. England builds F LPL, F EDI. Russia sent no tear order so GM disbanded A ARM.

AUS (K. Wilson): F Tyn-Lyo, [F Con S ITA A Smy-Ank] (neo), [A Sev S A Rum] A Rum S A Sev, A Vie-Beh, [A Gal S RUS A Ukr-War] (nso), A Bud-Vie, A Bul S F Con.

ENG (Zodda): F StP(nc) H, F Por-Mid, F Bel H, F Nth-Lon, F Lpl-Iri, F Edi-Nth, A Lon-Wal, PRA (Gorham): F Bre S A Pic, A Pic S F Bre.

GER (J. Shacklett): F Bot S ENG F StP(nc), F Swe H, A Ruh-Mun, A Bur-Par, A Pru-War, A Ber-Sil.

ITA (R. Fisher): A Smy S F Bia-Ank, F Bia-Ank, F Tun-Wee, A Spa-Ose, A Pie-Mar, A Tri H.

RUS (Meinck): [A Mos S GER F Bot-SeP(ec)] (neo), [A Ukr-Sev], [A Arm S A Ukr-Sev] (nso).

TUR (Deb Osborne): [A Ank throws a party] (r-???)

Orders in brackets fail; d = unit destroyed due to lack of valid retreat, imp = impossible, nso = unit not so ordered, nsp = no such place, nsu = no such unit, otb = off the board, otm = unit on the move, (u) = unit unordered. Turkish A ANK must retreat otm or to ARM.

Due next time are retreats, builds/tears, and orders for Spring 1905.

EMBASSY BEAT

Austria to Mo Nar: Thanks for taking the dice in Monaco and Olvanamun. Let's see some good rolls in this game too, uh, wait, sorry, no dice in this game. So that's why I like this game so much. No bowing to fate.

PARIS: So, so, so long, folks!

ROME: The War Ministry issued an apology to Germany for the mistaken border crossing of its northern army towards MUN. It seems a few officers had intercepted a beer train heading to an export house on the coast and decided to back-track to the source when the train's supply was depleted. Naturally the offending officers will be sacked and Ralph the Wander-Jlama has been sent to the frontier with a supply of paper bags to accomplish this.

Rome-A TRL: Naughty unit! Bad! Stay!

Vienna to Rome: I'll pass on the press. Yours is a lot more fun to read.

Vienna to London: Nice meeting you "live, online." We should do that again sometime.

BORIS WORLD PRESS REVIEW

Berlin Bugle: The minister of logistics today announced that the transfer of Italian wine from the Italian army in Tyrolia has been completed. This French wine, inappropriately labeled Italian wine, has been mislabeled by the German Government. Appropriate labels have been issued at this time to warn the public. They read "WARNING: mislabeled by French industry. This is actually a toilet bowl cleaner, not fit for human consumption." The German government thanks the Italian government for providing these samples of French duplicity.



WAR STARTS!! Austria Hard-Pressed!



Spring 1981

1996G

MINAS MOROCC: The Continent has erupted in a gigantic temper tantrum as the various actions of Queen Victoria try to one-up each other. While Austria is the only Great Power to actually be invaded, BUL, DEN, and SER have quickly been conquered and assimilated. The naval clash in BLA gives hope to Vienna of forming a Austro-Turkish alliance to counter the *de facto* Russo-Italian axis. MUN is threatened from both west and southeast, so Germany must balance the need to defend his beer capital with his lust for BEL and its waffles.

TROOP MOVEMENTS

AUS (J. Shacklett): [E Tri-Ven], [A Vie-Gal], A Bud-Ser
 ENO (Fisher): A Lpl-Edi, F Edi-Nrg, F Lon-Nth
 FRA (Carbonneau): A Mar-S, A Par-Bar, A Par-Bar, F Bre-Mid
 GER (Boyum): A Ber-Kie, A Mun-Ruh, F Kie-Den
 ITA (Zadda): A Ven-Trl, [A Rom-Ven], F Nap-Ion
 RUS (Anderson): A Mos-Ukr, [A War-Gal], [F Sev-Bis], STP(er)-Bot
 TUR (Gunsar): A Con-Bul, A Smy-Con, [F Anli-Bla]

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; naa = unit not so ordered; nap = no such place; noa = no such unit; off = off the board; atm = unit on the move; (u) = unit unordered.

Due next time are orders for Fall 1901.

EMBASSY BEAT

LONDON: The Queen announced the appointment to First Sea Lord of Ronald Fisher, OBE, EGP, LSMPT. In his first official action Sir Ronald dispatched envoys to the Great Powers of Europe to urge an end to the sabre rattling and dire threats to neighbors breeding fear of war engulfing the continent. "England, being physically removed from Europe, is offering to be an impartial arbitrator of the brawling boarder disputes and urges peaceful solutions be found to the evident disagreements before a horrible holocaust engage the major powers in a costly harmful bloody conflict that would only enrich the cemetaries." Sir Ronald also announced he would accept an invitation to visit NWY and SWE and confer with their governments.

PARIS: The French government wishes everyone good luck in this game.

BORIS WORLD PRESS REVIEW

Golden Horne Gazette: "ALLAHHH!!!!!!!" Quoted from a nationalistic vendor at the Constantinople Bazaar

Turkey to Russia: The Black Sea must never be occupied by Russian Fleets. Unnecessary forays into those calm waters can never be explained away by disingenuous talk of Rumania's occupation. Building a second fleet in Sevastopol means, in the immortal words of Roman Maroni, "Fargin War!"

Turkey to Austria: If you let Russia gain the "central position" in Rumania, you will be either his first or second victim. Put that under your pillow.



BRITANNIA

Turn 1
42-110 AD



The Cast:

PURPLE: Paul Ziecke
GREEN: Peter Boyum

BLUE: Shawn Beck
RED: David Anderson

The Board:

BELGAE: 1A @ Downlands, Essex, Kent, Lindsey, N Mercia, S Mercia, Norfolk, Suffolk, Sussex, Wessex
WELSH: 1A @ Avalon, Clwyd, Cornwall, Devon, Dyfed, Gwent, Gwynedd, Hwicce & Powys
BRIGANTES: 1A @ Bernicia, Cheshire, Cumbria, Galloway, Lothian, March, Pennines, Strathclyde, York
PICTS: 1A @ Alban, Dalraida, Dunedin, Mar, Moray, & Skye
CALEDONIANS: 1A @ Caithness, Hebrides & Orkneys

Turn 1

ROMANS: FIRST WAVE: 2A Channel-Wessex (5.3:1 -1 Belg, +F), 2A Channel-Wessex-Avalon (6.3:4 -1 Welsh, +F), 2A Channel-Wessex-Avalon-Hwicce (3.2:4 1 Welsh r-Powys, +F), 2A Channel-Sussex (5.1:3 -1 Belg, +F), 2A Channel-Sussex-Essex (4.1:5 -1 Belg, +F), 2A Channel-Sussex-Essex-S Mercia (5.4:1 -1 Belg, +F), 3A Channel-Sussex-Downlands (6.4.3:4 -1 Belg, +F). SECOND WAVE: 2A Sussex-Essex-Suffolk (3.2:6 -1 Roman, 1 Belgae r-Lindsey, +F), 2A Wessex-Avalon-Hwicce-March (6.5:2 -1 Brig, +F), 2A Avalon-Hwicce-March-Cheshire (5.3:2 -1 Brig, +F), 2A Essex-Suffolk-N Mercia (6.4:4 -1 Belg, +F), 2A S Mercia-N Mercia-York (5.3:6 -1 each, +F), 2A Hwicce-N Mercia-York-Bernicia (6.5:4 -1 Brig, +F), 1A Downlands-Hwicce, 2A Downlands-Sussex-Kent (6.1:4 -1 Belg, +F).

Score: Purple 18, Red 3, Blue 2, Green 0.

The Board:

ROMANS: 2A & F @ Bernicia, Cheshire, Kent, March, & N Mercia; 1A & F @ Hwicce, Suffolk, & York; F @ Avalon, Downlands, Essex, S Mercia, Sussex, & Wessex.
BELGAE: 2A @ Lindsey; 1A @ Norfolk
WELSH: 2A @ Powys; 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwent, & Gwynedd.
BRIGANTES: 1A @ Cumbria, Galloway, Lothian, Pennines, Strathclyde
PICTS: 1A @ Alban, Dalraida, Dunedin, Mar, Moray, & Skye.
CALEDONIANS: 1A @ Caithness, Hebrides & Orkneys.

Wayne Morrison provided the Belgae retreat for an MIA Shawn Beck (Shawn's in the army and may be over in Boemia for all I know). Due next time are orders for the rest of Turn 1 and the Roman Turn 2. Will Wayne Morrison submit standby orders for Blue in case Shawn doesn't respond?

LEGEND: A = army, C = cavalry, L = leader, R = raider, (#) = population points, r-??? = retreats to ???, # attack against/by a legion if fort present.

ETHELRED

Turn 4 (260-335 AD). [After Welsh]

The Board:

ROMANS: 3A, F @ Downlands; 2A, F @ Lindsey, Mar; 1A, F @ Essex, York; F @ Avalon, Bernicia, Dalraida, Dunedin, Hwicce, March, Lothian, N Mercia, Norfolk, Pennines, S Mercia, Suffolk
BELGAE (2): 1A @ Kent
WELSH (2.5): 2A @ Clwyd, Gwent, Powys
BRIGANTES (0.5): 3A @ Cumbria; 2A @ Strathclyde; 1A @ Galloway
PICTS (1.5): 3A @ Alban; 2A @ Caithness; 1A @ Mor
CALEDONIANS (2): 1A @ Skye
IRISH (0): 2R @ Atlantic
SCOTS: 1R @ Irish
JUTES: 1R @ Channel
SAXONS: 3R @ Channel
ANGLES: 3R @ Friesland

Score: Purple 28, Red 17, Blue 16, Green 3.



DENGENCE IS MINE

SR 6



PLAYER HOLDINGS:

Wayne Morrison: 3-PRR(P), \$175 (Priority Card)
 Don Chumney: 3-1-VC(P), 1-B&O, \$157
 John Buttrick: 3-C&PR(P), \$171
 Paul Deske: 3-B&M(P), \$425
 Chuck Hanna: 3-B&O(P), 1-NYC, \$145
 Michael Quiet: 3-C&O(P), D&F, \$140

Stack Round #6

Wayne - Buy 1-B&O from pool for \$30 (Has \$193)
 Don - Buy 1-PRR from pool for \$82 (Has \$87)
 John - Buy and sell 1-PRR from pool for \$82 (Has \$179) PRR falls to F 40**6**
 Paul - Buy 1-B&O from pool for \$30 (Has \$449)
 Chuck - Buy and sell 1-C&PR from pool for \$90 (Has \$145) C&PR falls to F 82
 Michael - Buy 1-B&O from pool for \$30 (Has \$50) B&O sold-out

Wayne - Buy 1-C&O from pool for \$90 (Has \$108)
 Don - Buy 1-PRR from pool for \$80 (Has \$87)
 John - Buy and sell 1-B&M from pool for \$100 (Has \$179) B&M falls to B 90
 Paul - Buy 1-C&O from pool for \$90 (Has \$156)
 Chuck - Buy and sell 1-C&O from pool for \$40 (Has \$145) C&O falls to C 82
 Michael - Pass (Has \$50)

Wayne - Buy 1-C&O from pool for \$82 (Has \$106)
 Don - Pass (Has \$87)
 John - Buy 1-C&O from pool for \$90 (Has \$39) C&O sold-out
 Paul - Buy 1-C&PR from pool for \$92 (Has \$171)
 Chuck - Buy 1-NYC from pool for \$100 (Has \$145)
 Michael, Wayne & Don - Pass

John - Pass (Has \$39)
 Paul - Buy 1-PRR from pool for \$80 (Has \$94)

Chuck - Pass (Has \$145)
 Michael, Wayne, Don & John - Pass

Paul - Buy 1-PRR from pool for \$80 (Has \$14) PRR sold-out
 Chuck, Michael, Wayne, Don, John & Paul - PASS

Stack round reover, B&O moves to B 90, PRR moves to B 90, and C&O moves to B 90b
 Chuck Hanna will start the fun in stack round #7

PLAYER HOLDINGS:

Chuck Hanna: 3-B&O(P), 2-NYC, \$45 (Priority Card)
 Michael Quiet: 3-C&O(P) & 1-B&O, D&F, \$60
 Wayne Morrison: 3-PRR(P), 2-C&O & 1-B&O, \$26
 Don Chumney: 3-NYC(P), 2-PRR, & 1-B&O, \$5
 John Buttrick: 3-C&PR(P) & 1-C&O, \$89
 Paul Deske: 3-B&M(P), 2-PRR, 1-B&O, 1-C&O & 1-C&PR, \$14

COMPANY STATUS:

Name	Trains	Value	Pool	LO	Par	Tress	Tokens	P.C
NYC	1-154 & 1-14	\$100	3	--	--	\$221	2	SVHRP
B&O	1-154	\$100	0	--	--	\$540	0	
PRR	2-154s	\$100	0	--	--	\$420	2	
B&M	1-154	\$100	1	3	\$100	\$48	0	C&A
C&O	1-14	\$100	0	--	--	\$520	2	
C&PR	1-14	\$102	0	3	\$90	\$450	3	C&SL

Trains Available: 4 5 5.66 DDDDD

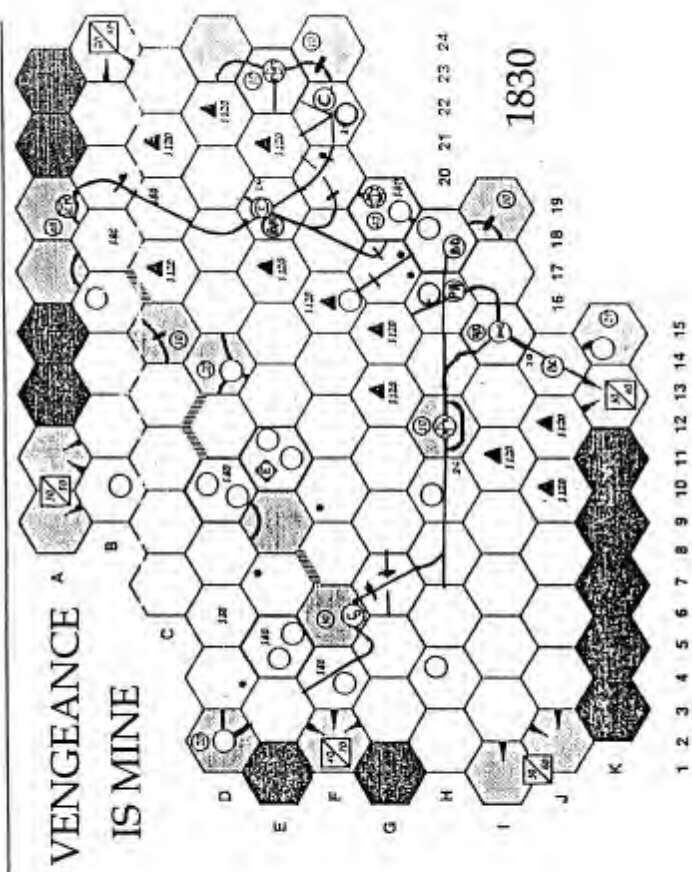
Tiles Available:

Yellow: 1(1), 3(2), 4(3), 7(2), 8(7), 9(4), 37(1), 58(1), 69(1)
 Green: 14(1), 15(1), 16(1), 18(1), 19(1), 20(1), 21(1), 23(5), 25(1), 26(1), 27(0), 28(1), 29(1), 34(1), 39(1)

Comment from G14 - it seems that three players did not appreciate my comment

concerning the NYNH, since that was their wicked plan and I spotted the surprise. Word of warning, this game appears to be full of crafty 1830 players so would be Barons.

DUE NEXT: Orders due for next time will be for Operating Rounds #6.1 & 6.2, please use alternative track lays and/or intentions. Also add conditionals should some corporate president decide to buy the last "4" train. Orders are due to Mark on 3 Apr 96.





1835

1835 Formed!



Achtung! Chinnery has 370M, Truk has 32M, Fischer has 313M, BY has 14M, and HE has 295M. WT is at C80 and has no 2+3-train. PR is sold out.

Spickstichung: (Aktien/Unit = 0, 9 = at limit)
 Fallow 19M, 0 BY(Dir), 4 MS*(Dir)
 Baltha 21M, 0 SX(Dir), 1 WT
 Fresh 358M, Braun, #1, 10* BA(Dir), 8
 Chinnery 386M, Hren, #1, #7, 2 SX, 3 PR
 Truk 37M, #5, 9* WT(Dir), 3* MS
 R. Fischer 313M, #3, 4 BY, 2 SX, 1 HE, 1 MS &
 Zieske 121M, PE, #1, 0* HE(Dir), 1 PR < oder Zug>

Gesellschaftsteilung:

Name	Value	Pool	L.O.	Cash	Trains	Taken
#1		0	0	50	2+	H2
#2		0	0	50	2+	E19
#3		0	0	115	-	F14
#4		0	0	0	2+	G5
#5		0	0	395	-	E19
#6		0	0	0	3+	C11N
BY	E18*	0	0	14	2+3,4	O15, L14N, #8, J4N(1)
SX	D12*	0	0	E43	2+3	H18, H21, (1)
BA	E90	0	0	315	3+3+	L6(SW), (2)
HE	C80*	0	0	395	3+4	J8, (1)
WT	C80*	0	0	490	4	M9, (1)
MS	E80	0	0	580	---	(2)
PR	D16*	0	0	(#18)	---	(2)

Betriebsrunde 9.1:

Privates pay Zieske (+15M), Fresh (+25M), and Chinnery (+30M)

#1: No tile play. Run H4 H2 13-11 (100M). Pay (+1+50M & D0+50M).
 #2: Lay #26 in C90-w. Run C21-E19-C11E-B12 (100M). Pay (+2+50M, MM?+
 #3: No tile play. No train, no run.
 #4: Play #24 in F8(W). Run G3-C5-E4-2P (100M). Pay (+4+50M, E2+50M).
 #5: No tile play. No train, no run.
 #6: Lay #20 in L17(e). Run C11N-B12 C11E-B16-E11 (140M). Pay (+6+75M, MT+75M).
 BY: Lay #287 in O15(w). Run J6N-J8-H1 (110) & L143-34-J8 (100) & L145-O15 N12-B12 (140).
 Pay (D0+192M, RV+128M). Price rises to E110.
 SX: Lay #5 in H5 (re). Play taken in C11E < 100M>. Run L17-H21-E19-E21 (90M) & L18-E19-
 C11E (100M). Pay (J1+120M, #C+40M, RF+40M); price rises to D138. Buy #4 from
 #43M-100 44) = 103M>. all 2+2 trains are scrapped. The PR is open, but may not
 operate. #1, #1, #1, #1 and Braun sold in a free PR.
 BA: Lay no tile. Run H5-H6-G3-L1-G3-J4 (150M), H2-G3-G5 (100M), and H2-G3-J8N (110M). Pay
 dividends (MMF+360M); stuck goes to E16.
 HE: No tile play. Run L6S-K1-L113-J4-2P (140M) & L14N-UB-J65 J6H (130M). Pay (E2+240M,
 RF+27M). Price goes to C82.
 WT: Lay #2 in L8 (nw). Run M9-H12 O15-L145 (110M). Pay (MT+90M, JB+11M); price returns to
 D84. Buy #3 train from #6 for 1M < 600M-1 = 399M>.
 MS: Play initial token in C73. Lay no tile. Play taken in E19 < 90M>. No train, so so pay. Price
 dips to C72. Buy 3 train from BY for 1M < 580M 80-1 = 479 M>.

Well! half here for Don to figure out what to do with his two-ton gorilla. But next time are your
 profits for Betriebsrunde 9.2 (BR 9.2 and Aktienrunde 1) (SR 10). Include orders to convert #4,
 #6, and Hinnaverische in PR shares. (that at the start of the BR or when forced. Should a 5-train
 be bought (very likely), we'll have a phase change: all privates will close, conversion will be
 mandatory, brown tiles will be available, and the train limit drops to two (three for the PR). BA
 and Braun hunters take note! Zieske has der Zug

Spickstichung:

(Aktien/Unit = 0, 9 = at limit, # = pair of 0.5 PR)
 Fallow 211M, 0 BY(Dir), 4 MS*(Dir)
 Baltha 202M, 0 SX(Dir), 1 WT
 Fresh 793M, 10* BA(Dir), 2 PR &
 Chinnery 515M, Hren, 2 SX, 4 PR #D1-
 Truk 206M, #1, 9* WT(Dir), 2* MS
 R. Fischer 598M, 4 BY, 2 SX, 1 HE, 1 MS, 0.5 PR &
 Zieske 429M, PE, #4, 9* HE(Dir), 1 PR < oder Zug>

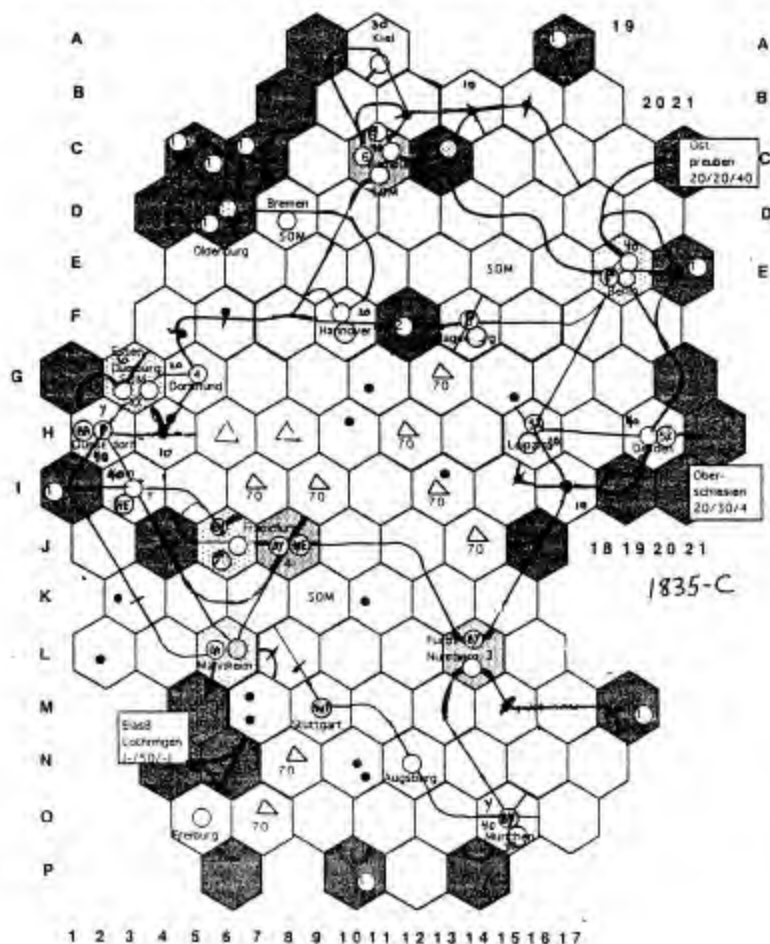
Gesellschaftsteilung:

Name	Value	Pool	L.O.	Cash	Trains	Taken
#4		0	0	50	-	G5
#6		0	0	70	-	C11N
BY	E210	0	0	15	4	O15, L14N, #8, J4N(1)
PR	D16*	0	0	1120	---	E19, H2, E14

BX	D138	D	1	3/3	3	H1K,H20,11/E
BA	E101	D	1	3/5	3,3,3+	14/SW,1/H
BE	C120	D	0	3+5	3+4	26/13
WT	C120	D	0	3/5	4	M6/11
MS	E72	D	3	4/9	3	C14,19

Verfügbare Züge: 55 5+ 55,3+4+8+6+
 100 Bank (nur 01173).

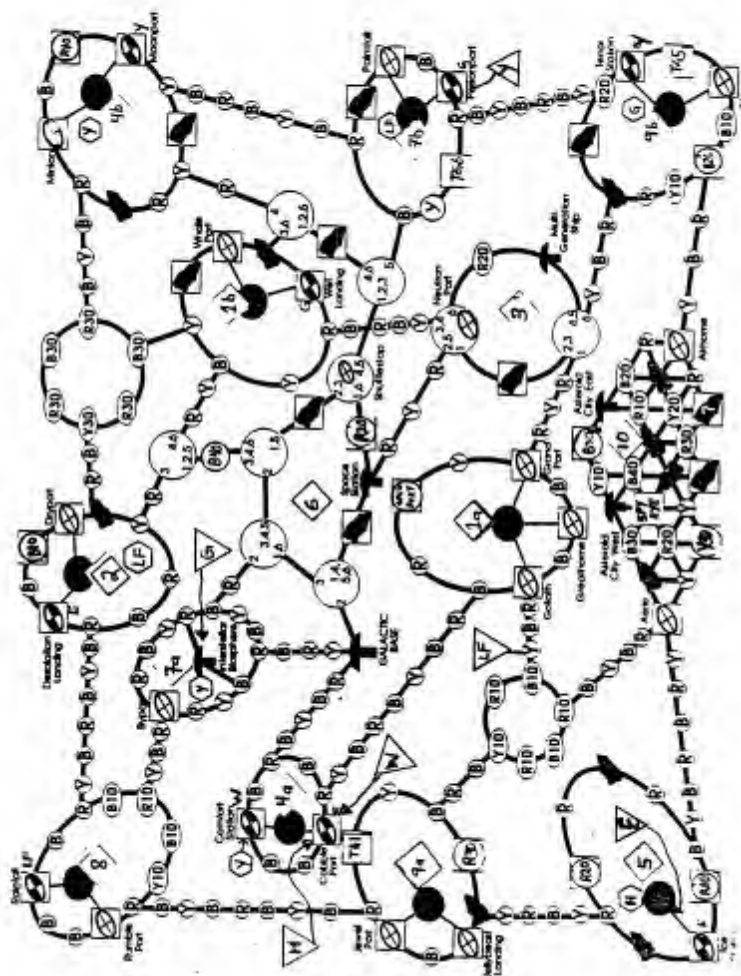
Verfügbare Blickeiten: #1(1), #2(9), #3(0), #4(1), #5(3), #6(2), #7(8), #8(5), #9(2), #12(0),
 #13(2), #14(1), #15(0), #16(2), #18(1), #19(1), #20(2), #23(0), #24(1), #25(3), #36(0), #27(2),
 #28(1), #29(1), #35(1), #36(1), #37(0), #38(2), #39(2), #47(0), #48(2), #203(2), #204(0), #207(1),
 #208(1), #209(0), #210(0), #211(0), #212(1), #213(1), #214(1), #215(0).

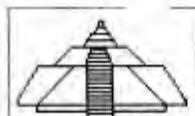


We're Hell Man
 Full-breasting Ornatopier II (50)
 Hair: Switch switch
 Holes: R (Pete), Y Drive
 Cash: 6450
 Deeds: 8200
 Features:
 Horist: Gasteri: Stillo

Little Puzzy
 NT:8 Secks (28)
 Hair: Gule Lock, Autopilot, Feline Shield
 Holes: Psychotic Sculptures
 Cash: 8151
 Deeds: 8400
 Features: #3
 Ports: Rainfall

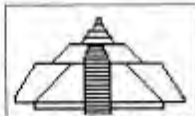
PRUSS:
 Yn, var - Kizma: You're welcome





ADV CIVILIZATION

Let's Get Started!



We're going with ADV CIV rather than CIV because we have eight, too many for CIV but just the right number for ADV CIV (for those players who indicated they didn't have ADV, I've enclosed a summary of the differences between the two). We will be using the Western Extension Map, because the regular map gets too crowded with eight players (if you don't have it, don't panic, as we'll publish a situation map monthly). We'll use Trade System #2 because it was favored slightly and looks like a lot less work for me. A listing of the Trade Cards in play follows below.

THE EAST (in AST order):

AFRICA (Naat): 1T @ Tunisia

IBERIA (Farrow): 1T @ Lusitania

ILLYRIA (Morrison): 1T @ Germany

THRACE (Zieske): 1T @ Scythia

CRETE (Carbonneau): 1T @ Knossos

ASSYRIA (Deb Osborne): 1T @ Nalchik

BABYLONIA (Anderson): 1T @ Parthia

EGYPT (Ringheffer): 1T @ Upper Egypt

Due next time are orders for Turns 1-3. Basically that means just population expansion and movement for the first three turns. We will halt things if a conflict arises on either Turn 1 or 2, about the only two that could do it on Turn 1 are Illyria and Thrace. Those who move later in the turn can make their movement orders conditional on what the players above them in the AST might have done. Of course Turn 2 orders can be conditional on Turn 1 results, just as Turn 3 can be conditional on both Turns 1 and 2.

In the meantime, I'll be ginning up some definitive House Rules. The Trade Deck is summarized below in case anybody's got all their decks mixed:

TRADE DECK

1. Hidea(7)	Cohre(7)	Volcano/Earthquake*	Treachery
2. Iron(8)	Papyrus(7)	Famine*	Superstition
3. Timber(8)	Salt(8)	Civil War*	Slave Revolt
4. Oil(7)	Grain(8)	Flood*	Barbarian Hordes
5. Cloth(7)	Wine(6)	Epidemic	
6. Bronze(6)	Silver(5)	Civil Disorder	
7. Resin(5)	Spices(6)	Iconoclasm and Heresy	
8. Dye(4)	Gems(5)	Piracy	
9. Gold(5)	Ivory(4)		

*non-tradable

Adv #3

47 tokens, 9 cities, 4 boats



"I'm going to call it 'Fire' because 'Fire' is a nice word, that's why!"

ADVANCED CIVILIZATION

Conference Map



CIRCVS MAXIMVS

A Game of
Chariot Races

TURN 17

MARCIA POOPED BUT BREAKS AWAY!

OPP'S	COLOR	DRIVER (CDR/EN)	CART	WARRIORS	TEAM	END	Speed	D/E
2-1	White	Angela Amazonae (0/6)	H	0/0	1442	12	11	2/2
7-1	Purple	Sartorius (+2/9)	M	0/0	5434	03	18	3/2
9-1	Black	Flippus Maximus (+1/4)	H	0/0	243-	02	10	2/1
11-1	Red	Marcia Victoria (+1/8)	M	0/0	5436	02	19	3/2
17-1	Green	Maddus Davidus (0/5)	H	0/0	5541	01	16	3/2
20-1	Yellow	Randius Rebbus (+2/6)	H	0/0	-232	08	09	2/2
71-1	Pink	Luscious Lucius (+2/7)	H	0/0	532-	02	12	2/2
---	Blue	Quintus (RIP)	Wr	-/-	844-	02	14	2/2

Team Quintus: 14, ahead 14.

R. Rebbus: 9, no whip. Ahead 9.

F. Maximus: 10, no whip. Ahead 2, attack M. Davidus cart-cart. M.D. accepts the attack (What a man! 11+1-0 = no effect). Ahead 1, attack M.D. cart-horse. M.D. fails to evade (7 vs 8+1) so takes (6+3+9) 2 injury points to #4 horse, killing it. Ahead 5.

A. Amazonae: 11, no whip.

M. Davidus: 16, no whip. Cut horse free 15-(7-0) = 8 MP left. Ahead 3, out 3, ahead 3.

Attack M. Victoria cart-cart. M.V. brakes (6+1 vs 6) -2 END: out of END, her Driver Modifier permanently reduced by 1 to 0. Ahead 1.

Sartorius: 18, no whip. Ahead 1. Corner Strain @ 1 over (16-2 = 33: -1 END), slideslip out two lanes. Ahead 15.

M. Victoria: 19, no whip. Lose 1 MP due to reduction in driver modifier. Ahead 3, Attack M. Davidus cart-horse. M.D. fails to evade (8 vs 11) and takes (7) 1 injury point to #1 horse. Ahead 14.

L. Lucius: 12, no whip. Ahead 11, in 1.

Due next time are orders for Turn 18. These should include the usual: speed, whether to whip or not, whom to attack and how if the opportunity arises; to brake, evade, or take it if attacked, and what lane to finish in if possible. Watch your Endurance! This ought to be the last official turn.

OPP'S	COLOR	DRIVER (CDR/EN)	CART	WARRIORS	TEAM	END	Speed	D/E
2-1	White	Angela Amazonae (0/6)	H	0/0	1442	12	11	2/2
7-1	Purple	Sartorius (+2/9)	M	0/0	5434	02	18	3/2
9-1	Black	Flippus Maximus (+1/4)	H	0/0	243-	02	10	2/1
11-1	Red	Marcia Victoria (0/8)	M	0/0	5436	00	17	3/2
17-1	Green	Maddus Davidus (0/5)	H	0/0	554-	01	14	3/2
20-1	Yellow	Randius Rebbus (+2/6)	H	0/0	-232	08	09	2/2
71-1	Pink	Luscious Lucius (+2/7)	H	0/0	532-	02	12	2/2
---	Blue	Quintus (RIP)	Wr	-/-	844-	02	14	2/2

Press: Eat my dust, Maddus!!!!



WINE

We Begin Anew



Turn 1

THE CAST

ALFREIDES (R. Pinner) 108, 1C, 107 @ Arrakeen.

EMPIROR (Osborne) 105, 1C.

PREMEH (Anterson) 108, 1C 51 @ Stretch Tabl, 4T @ False Wall South, 1T @ False Wall West.

GUILD (K. Wilson) 119, 1C 51 @ Tuck's Stretch

HARE OLINGEN (Bryden) 105, 2C, 10T @ Carthage

IX (Morrison) 205, 1C

The Votes (Yes/No/Abstain): Alliances can't win (4-1-1). Four strongholds to win (2-2-1). The extra factories could be used (3-1-2). Using the expansion module (0-0-2). The Bryden Rule (2-2-2). GM votes "No" to break the tie.

TURF 1

1. The **STORM** starts at Sector 12. The next Storm chat is

2. **SPICE BLOW** (Funeral Plain 6) Minor Erg (8) The top Spice Card is

3. **BIDDING**: There are six cards available. They are

Due next time are choice of traitors and orders for the Bidding through Turn 2. Spice Blow Rounds. Remember, it always ships and moves first so you can make your shipment and movement orders conditional on this. Guild can opt to go second or last.

Your Treachery Cards are

Your possible traitors are

The IXIAN

A. At Start: 20 spice, 20 tokens off-board

B. Leaders and Values: 2nd Lt (1), 1st Lt (1), Captain (2), Major (2), Colonel (3)

C. Free Revival: 2 tokens

D. Advantage: You control the production and distribution of illegal machines.

1. Your tokens can move up to two territories per turn

2. At the start of each spice collection round, you automatically receive ten spice per turn in addition to any spice you would normally receive. **CHORD** charity included.

E. Disadvantage: You must always move first.

F. Optional Advantage: In the revival round all Ixian leaders sent to the Bene Tlellaxu banks are revived for free (the B.T. and the Ixians were notorious "partners in crime").

G. Karma Powers:

1. When played by the Ixian player, it can be used to allow all Ixian tokens to fight at full strength regardless of whether they are supplied by spice. If they are spice supplied to start with, the strength of the units increase by one half unit (four tokens would have the strength of six, five or 7.5, etc.).

2. When played against the Ixian player, it destroys all spice he owns.

H. Alliances:

1. Allies can take advantage of the Ixian movement and spice bonuses. The Premeh movement rate would be unaltered.

STELLAR CONQUEST

PLESH GORDON: A bebunt of the VIP's, Jake Roth/Fisher 82, Mike Puffer/Lexer/Wayne Morrison 17, Dan Farrow 8, and Mark Luedi/Andy York 2.

PRESS: To all those for Ixian colonies that fell beneath my heel and provided the points for my well-deserved victory I can only say -- You deserved to be conquered. You live in my galaxy or you die in flames! The Penichrone Empire rules Eternal!

SIMON WASTAFF--Combat orders for Turn 4, and orders for Turns 4-5-6-7.



MAGIC REALM

Bennie Insulted!

Razi Does Battle!

DAY 9



THE CAST:

Dave Anderson:
John Bullitta:
Marcel Carbonneau:
Don Chinnery:
Dan Farrow:
Dan Osborne:
Debbie Osborne:

Bennie the Berserker
Wallie the Pilgrim
Amber Rose the Amazon
Razi the (optional) Wizard
Simplon the Sorcerer (aka Minty)
Smug of the Dark Helmet, a Black Knight
Thorn of the Grubbs, an Amazon

EVENING 8

Wallie stays in hiding and tries to get some rest - ignoring all the moaning and flapping around in the clearing (Wallie groans). Simplon covers in the bushes

MONSTER ROLL = 8

DAY 9

Thorn @ C16: H(6,1-n) S(Loc 6,2 = passage), S(Peer CN 6,1 = nothing), S(Peer CN 6,1 = nothing),
M(C13 = Reveals Ruins M. Sother)

MONSTER ROLL = 9

Smug @ C6: M Cx4, H(5,1-y), Reveals Strik C, Pool 5

Bennie @ Inn: HR(6,5 = nothing), HR(4,2 = x3, hure Bapul -30), HR(4,4 = x3, cent), HR(5,3 = x4, cent),
Amber Rose @ C5: H(1,1-y) S(Loc 6,3 = nothing), S(Loc 6,2 = nothing), S(Loc 3,1 = nothing), Reveals

Dan M. Lost Castle 1, Cairns 5, Platter 2, Patter 3, Patter 5, Row 6, Two H spiders and the T spider appear at C5 while the other H spiders appear at Cr2

Razi @ NW4: H(5,3-y) H.A(MAGIC H2*), M NWS, Baskara arrive.

Wallie @ D12: M HVE, M CV1, M CV4, Rest(MAG C 16*)

Simplon @ E11: M CV1, R(MAGIC IV4*), R (MAGIC IV3*), SPX, SP(enchant MAGIC IV4 -> PURPLE)

COMBAT: The Patrol (4) insults Bennie; he may lose 5 notoriety or attack with R7, R6 & R5. Razi and the Baskara (6,3) must battle. Amber Rose could fight the T giant, the T spider, and two H spiders.

Due next time are orders for Evening 9 and Day 10.

BOARD NOTES

Not Woods, Cliff, and Chave are enchanted. A bal is at DW1. The Order has Claven Hoof (BLACK, a 1 to all rolls) at the Chapel. There is a six-pack of wolves at OW5. There is a giant at Lc4. There are two H trolls & the Aler at Rul. The Lost Castle is at Cr1. Two ghosts haunt DV2. The Pool is at C6; the octopus is at Cn1. There are two H dragons at Cr2, a H dragon at BUL, a T dragon at C12, and the TP Dragon at the Hoard at B15. The Small Campfire is at NWS. Cr5 has a T giant, T spider, two H spiders, and the Cairns

INIT. ADDRESSES

A. Jurg: jurg@net44444444.com
P & M. Bolter: bolter@magrealm.com or bolter.p@world.com

/exp #170

B. Boyd: bboyd@magrealm.com

C. Chinnery: chinnery@magrealm.com

D. Farrow: dfarrow@net.com

E. Farrow: farrow@magrealm.com or farrow@net.com

G. Gault: gault@magrealm.com

H. Hildebrand: hildebrand@magrealm.com

I. Hildebrand: hildebrand@magrealm.com

J. Hildebrand: hildebrand@magrealm.com

K. Hildebrand: hildebrand@magrealm.com

L. Hildebrand: hildebrand@magrealm.com

M. Hildebrand: hildebrand@magrealm.com

N. Hildebrand: hildebrand@magrealm.com

O. Hildebrand: hildebrand@magrealm.com

P. Hildebrand: hildebrand@magrealm.com

Q. Hildebrand: hildebrand@magrealm.com

R. Hildebrand: hildebrand@magrealm.com

S. Hildebrand: hildebrand@magrealm.com

T. Hildebrand: hildebrand@magrealm.com

U. Hildebrand: hildebrand@magrealm.com

V. Hildebrand: hildebrand@magrealm.com

W. Hildebrand: hildebrand@magrealm.com

X. Hildebrand: hildebrand@magrealm.com

Y. Hildebrand: hildebrand@magrealm.com

Z. Hildebrand: hildebrand@magrealm.com

/exp 1615

/exp 1415

/exp 1415

OUR SUBSCRIBERS

David Anderson, 237 Floraswood, Waterford, MI 48321; (810) 638-3274.
 Alan Baryender, 2124 Greenbush Rd, Moline, WI 54455; (715) 359-4833.
 Shane Beck, Mailbox 1247, C Co 1/2, INE, Ft Lewis, WA 98438.
 Peter Boyum, 777 Lily St, Monterey, CA 93940; (408) 648-3856.
 John M Bryden, 2440 Sovereign Cres, S.W. Calgary, AB T8C 2H2 Canada.
 John Bullock, 289 Ninth, Neenah, WI 54956; (414) 725-7213.
 Marcel Carbonneau, 40 Iron Dr, Apt 17, Vista, CA 92083-4906; (619) 941-8510.
 Don Channery, #F0321, PO Box 14205, Cincinnati, OH 45244.
 Daniel Farrow IV, 18 W Felton Ave, Ridley Park, PA 19073; (215) 511-6701.
 Jason Fisher, Box 21571, Wood Hill 2, NC30, Falegh, NC; 7607; (919) 512-2891.
 Ron Fisher, 210 Normandy Dr, Wilmington, NC 28412; (210) 395-8330.
 Mark Frush, 1138 Olympus, Naperville, IL 60540; (708) 57-7780.
 Jim Fybing, 3008 Stockton Loop, S.W., Albuquerque, NM 37-18; (505) 210-0616.
 Daniel Gatham, 81-83 Macaw Ave, Belmopan, Belize, Central America.
 Seth Ganser, 41-36 Christine Ct, Fair Lawn, NJ 07410; (201) 731-5640.
 Chuck Hanna, 376 Wacki Ch, Severna Park, MD 21144-1913; (410) 544-3077.
 Chris Haeber, 693 Candia Circle, La Habra, CA 90821; (714) 779-0910.
 Lee Kendler, Jr., 1500 Pilgrim Lane, Quakertown, PA 18951.
 TJ Klaputis, 875 Franklin Rd Apt #1318, Marietta, GA 30067; (404) 414-9781.
 Michael Lowery, 6505-D Fourwinds Dr, Charlotte, NC 28212; (704) 563-9229.
 James McQuinn, 286 Rumson Dr, Dayton, OH 45439; (214) 613-1904-947.
 Wayne McInch, 210 Heatherwood Dr, Ephrata, PA 17525; (717) 748-0049.
 Wayne Morrison, 412 Promiser Lane, Destin, FL 32541; (904) 331-5171.
 Philip Nast, 4318 Rhine Dr, St Louis, MO 63033.
 Debbie & Dan Osborn, 170 Gale Blvd, Apt 104, Melvindale, MI 48142; (312) 363-4694.
 Michael Quist, 2875 11th Ave #24, Minneapolis, MN 55406; (612) 822-4497.
 J Panzheffer, Rt 2 Box 374, Poundung Mill VA 24037.
 Jack & Rose Shacklett, 365 Hobbs-Reeser Rd, Vine Grove, KY 40174; (502) 325-4181.
 Michael Saul, 66 Iniquis Rd, Arlington, MA 02174; (617) 618-8974.
 Richard Weiss, 241 Concor Lane #52, Tammun, Guam 96911; (671) 646-1166.
 Brad Wilson, PO Box 381, Pahr, PA 19801-0581; (610) 296-2259.
 Kevin Wilson, 378 Galeford Dr, Bellwin, MO 63021; (314) 801-4845.
 Bill Woreldman, 541 Canyon Trail, Carol Stream, IL 60188-1461; (708) 645-3314.
 Andrew York, PO Box 2397, Universal City, TX 78148; (210) 653-0663.
 Paul Zieher, 3501 Keenan Lane, Glenview, IL 60025; (312) 498-9237.
 Rusty Zedde, 88 Van Zandt Dr, Pearl River, NY 10955; (914) 521-9781.

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"Hello ... Nobel committee?"

BORIS THE SPIDER
c/o 203 Devon Ct
FWB, FL 32547-3110

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